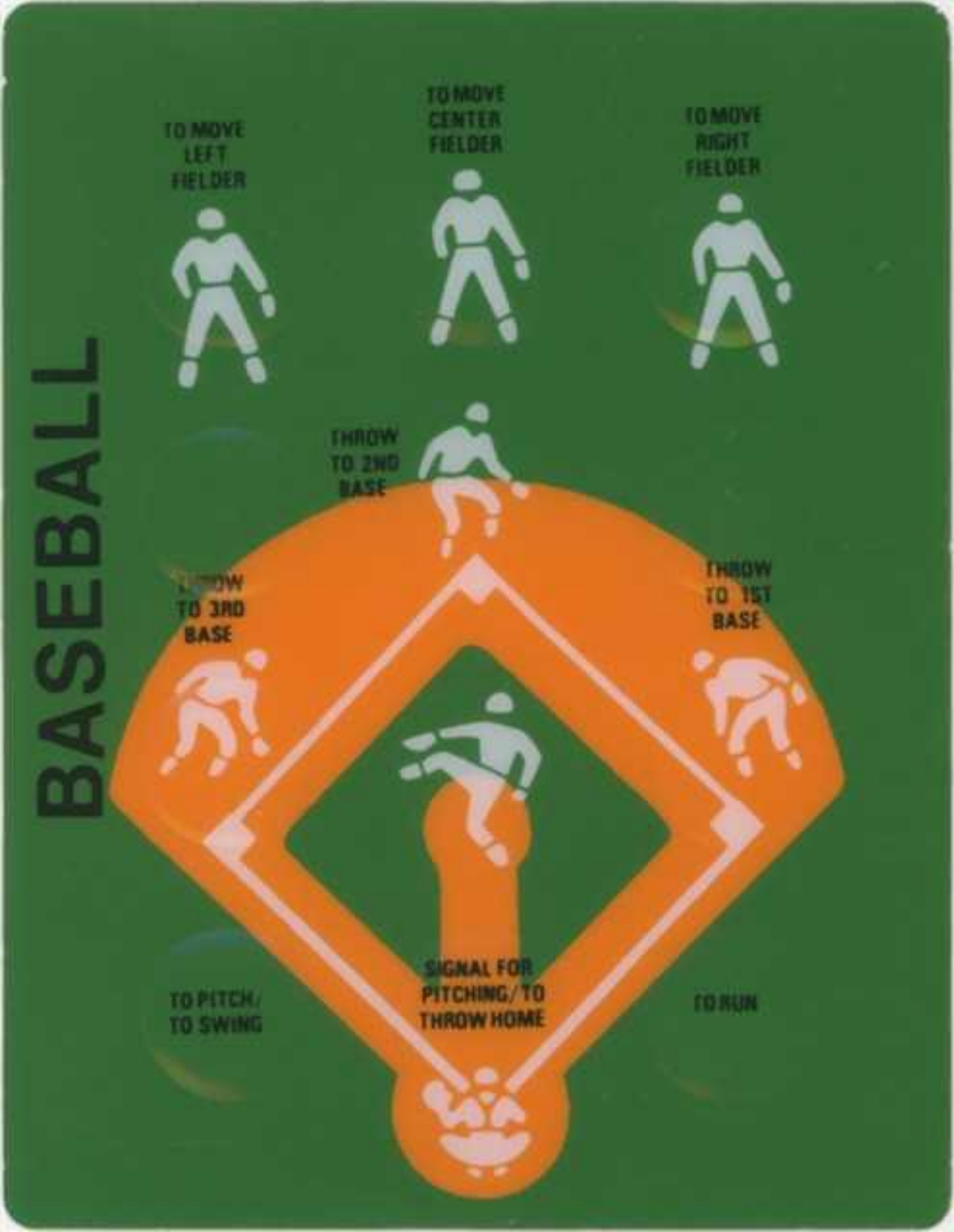
BASEBALL


TO MOVE LEFT FIELDER
TO MOVE CENTER FIELDER
TO MOVE RIGHT FIELDER
THROW TO 2ND BASE
THROW TO 3RD BASE
THROW TO 1ST BASE
SIGNAL FOR PITCHING / TO THROW HOME
TO PITCH / TO SWING
TO RUN

ARCADIA 2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

BASEBALL

CART. NO. 15

PART NO. 1004

GENERAL

1. Be sure the POWER Switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into each controller keyboard. (See Figs. 1 & 2)
3. Insert cartridge into console (Game name should face you).
4. Read this "OWNERS MANUAL" before playing game.
5. Refer to it for all necessary adjustments for best results.

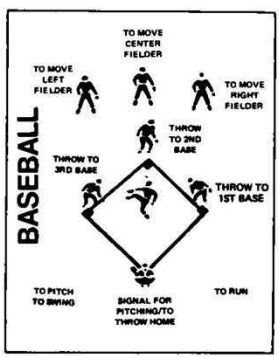


FIG.1
OVERLAY

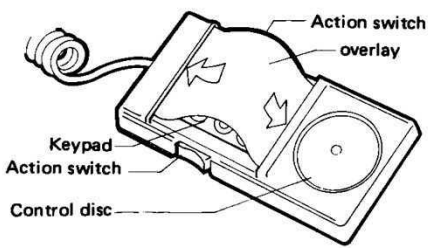


FIG. 2
HOW TO INSTALL OVERLAY

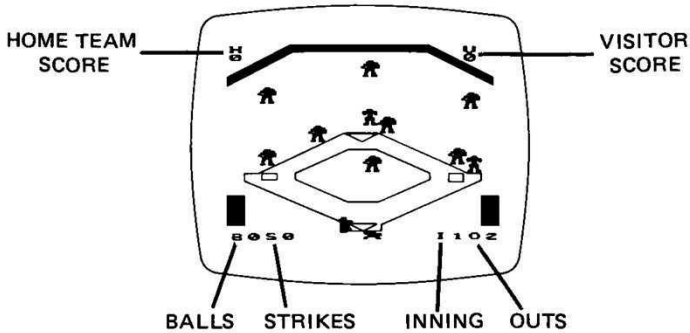


FIG.3

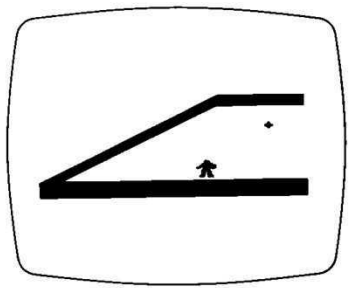


FIG. 4
BALL HIT TO OUTFIELD

HOW TO PLAY THE GAME

1. Push "POWER ON" Switch. Red lamp should lite.
2. Push RESET.
3. Press START – 9 players run onto field-accompanied by "Fan-Fare" Beep-Beep.
4. Batter goes to Home Plate.
5. The "Right Controller" player is team at "Bat" first.

OUTFIELDERS

1. RF, CF and LF can be moved by depressing the controller button marked with the shape of the player in position (see fig. 1), and direct them to a desired position by pressing the Controller Disc.
2. They can run after a ball, pick it up and throw it to Home, 3rd 2nd, or 1st base by depressing the overlay button marked with the players in position (see fig. 1). After the ball is thrown to a base, it is automatically returned to the pitcher.
3. In case the ball is hit to the outfield, the player closer to the ball can be directed to pick it up and throw it to 1st, 2nd or 3rd base before the runner reaches it, by pressing the respective button marked with the shape of the player covering the base. If the runner beats the ball, he is safe. Finally the ball is returned to the pitcher to start the next sequence.
4. When a fly ball goes to outfield an enlarged portion of the field appears on the screen, the player must be directed to try to catch the ball.
5. If the outfielder catches the ball, it is an "out".
6. If the fly ball is high, the player cannot get the ball and it passes over the wall, it's a HOME RUN. The score will be increased by the computer and the runner (s) will circle the bases.
7. Be sure to move the outfielder players to their original position after they have been moved to catch a ball. Otherwise there will be no player covering that position when another ball hits over that area.

8. When a ball is lost in the outfield it appears as an "X" and the team in the field should send an outfielder to retrieve it and throw it to an appropriate base. In case no ball appears on the ground, that means the fielder has caught it and you should throw it to appropriate base by just depressing the "THROW TO BASE" button 1st, 2nd 3rd or home.

INFIELDERS

If a ground ball is hit to the Infielder and he catches it he will automatically throw to 1st base for the "out".

PITCHER

1. Before the pitcher can throw the ball, the team at bat must give a "READY" signal by depressing the overlay button marked "READY".
2. There are various pitching which can be thrown.

a)	Slow Ball	(hold down disk top)	(12 o'clock)
b)	Fast Ball	(hold down disk bottom)	(6 o'clock)
c)	Right Curve	(hold down disk right)	(3 o'clock)
d)	Left Curve	(hold down disk left)	(9 o'clock)

3. To release the pitch, depress the overlay button marked "PITCH". You will see the ball heading toward the batter. If the ball passes over the Plate without the Batter swinging, it's a "strike". If the ball passes out of the Plate Area and the Batter doesn't swing, it's a "ball". If he swings and misses, it's a "strike". 3 strikes and the Batter is out. 4 balls and the Batter moves to 1st base.

BATTER

THE VISITOR team use the Right Hand Controller bats first.

NOTE: the color of the Dugout matches with the color of the team.

1. Press the overlay button marked "READY" on your controller, to indicate you are ready to hit.
2. As ball approaches plate aim and hit by pressing overlay button marked "HIT" .

   If the batter hits a base-hit he will automatically run to the first base. Thereafter he can run to next base under your control by pressing the "RUN" button on the overlay.

   If a bouncing ball is caught by any player (not showing the enlarged portion of the outfield), the ball must be thrown to 1st, 2nd or 3rd base to try to put out the runner.
3. After one team has achieved 3 outs the players will run to the dugout and the opposing team will take the field.
4. In case the batter hits a FOUL BALL toward the back of the players, this is counted as a Base-hit and runner must run up to HOME to continue the game.

SCORING (SEE FIG. 3)

1. The score of Visitor team is shown on the top/right side of the screen under "V"

   The score for Home team is shown on top/left side of the screen under "H".
2. The Home Team bats after 3 outs are achieved for the visitors.
3. The balls and strikes are indicated on bottom left of screen.
4. The number after "B" indicates "Balls" and the number after "S" indicates "Strikes". On the right hand side the number after "I" is the Inning and the number after "0" are the number of "Outs".
5. There are nine Innings to complete the game.
6. The team with the highest score wins.

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